



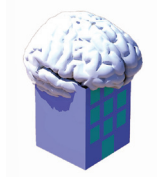
The app knows you are inside of a building and it is linked to a map. It will now search the available information about it and will ask the user to add its own info, on a step-by-step approach.

The colour of the building changes according to your usage. While these questions are answered the building starts to get extruded from the map and the internal structure of the building will be visually added in 3D.

By dividing the area in the y and x axis orthogonally to the surface, we can easily allocate the user area.  
Nr 1 is by default the north east corner.

In Share we can add evaluative values of the physical space. With the skip button, fields can be skipped. It automatically saves the info anonymously to the building for other future users.

The links will allow us to add an abundant amount of information from the web and link into a physical space. The menu around the building is the info already existent. This will be represented in app 3.



The building you choose or are inside of, will show information icons in case it has some information from previous users from app 2. You can always add more info or simply navigate

One can watch photos or videos linked to the spaces given in app 2.  
One can change the floor number, from 4th to the 2nd. Or go back in time depending on the amount of data tagged

Depending on the privacy levels, the people tagged themselves to the spaces

Emoticons linked to the spaces according to the evaluation in app2 (size shows the intensity).  
By clicking on them one is linked to comments on blogs or social media

General settings